
Subject: Need help to model some rings!
Posted by [Marrero1](#) on Sun, 10 Feb 2013 20:12:52 GMT
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Hi guys,
I am a jewelry designer based in Ireland and Spain. Also a goldsmith.
Never done any modeling. I always do my designs first on wax and then cast them.
I would like to know how to have my designs (I do them on paper) 3d and ready to print.
Many thanks,

Jess Marrero

Subject: Re: Need help to model some rings!
Posted by [Keymaker](#) on Sun, 10 Feb 2013 23:35:38 GMT
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well, find 3d modeling program of your choice (my is blender), learn basic modeling techniques (everything what is needed is on web) and within 1-2 weeks you should be able to model any ring that your hearth (or client) desire.

Or you can cooperate with someone who already know these stuff.

Subject: Re: Need help to model some rings!
Posted by [Marrero1](#) on Mon, 11 Feb 2013 15:22:22 GMT
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Got Blender. Can anyone recommend a book for a total beginner?
Thanks

Subject: Re: Need help to model some rings!
Posted by [AmLachDesigns](#) on Mon, 11 Feb 2013 15:37:27 GMT
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These tutorials Blender 3D Design Course by Neal Hirsig of Tufts University are great.

I went through some of them for the 2.5x version and they are clear, well presented and to the point. If you went through them all (as I hope to do at some point) I think you would have a great knowledge of Blender. And even if you only make a start you'll soon be able to create stuff and

upload to Shapeways.

Subject: Re: Need help to model some rings!
Posted by [Keymaker](#) on Mon, 11 Feb 2013 16:47:32 GMT
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dont know about book but i started here <http://cgcookie.com/blender/category/getting-started/>
and for ring modeling chcek this guy on youtube <http://www.youtube.com/user/mikhailrachinskiy>

Subject: Re: Need help to model some rings!
Posted by [SGDesigns](#) on Sat, 16 Feb 2013 03:45:20 GMT
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Rhino 3d or Zbrush are 2 great programs. Just design whatever you want and make sure you export to .stl or .obj. There are other file formats to export as before you upload to shapeways, but those are the common ones.
